

Figure 1

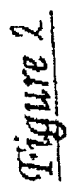
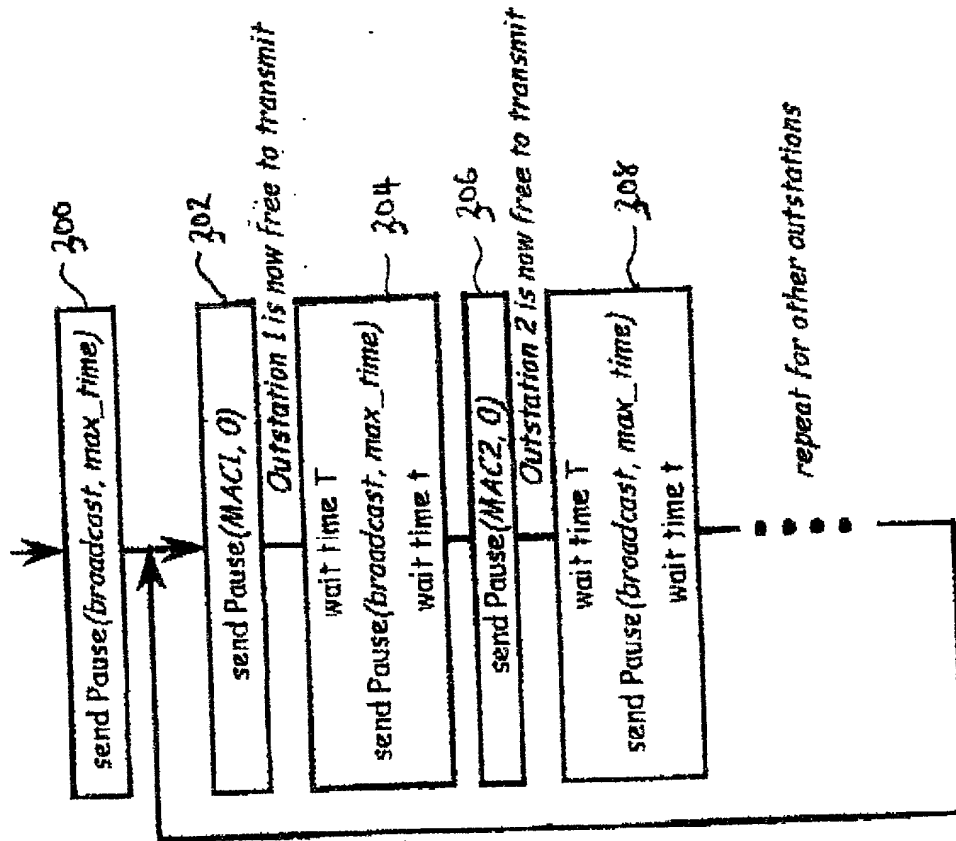


Figure 2

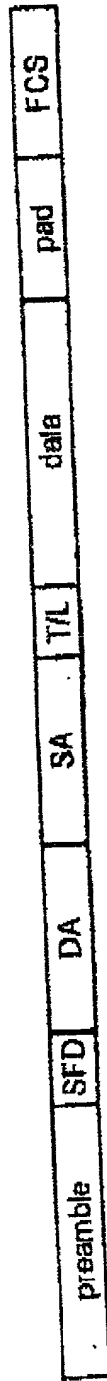


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$T$  nominal length of timeslot for each outstation  
 $t$  overlap time - allows for completion of packet in progress and differential propagation delay  
 Total polling time is  $n * (T+t)$ , where  $n$  = number of outstations  
 $max\_time$  - calls up maximum delay ( $\sim 32ms$ )  
 $broadcast$  - well known broadcast address for control packets  
 $MAC1, MAC2$ , etc - individual station MAC addresses

Figure 3

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400  
↗

Preamble	7 bytes	Pattern to establish clock synchronisation
SFD	1 byte	Start of frame delimiter
DA	6 bytes	Destination address - address of node to which frame is directed
SA	6 bytes	Source address - address of sending node
T/L	2 bytes	Type/length - indicates either type of frame or length of payload
data	variable	Data to be transmitted
pad	variable	Included to pad frame size to minimum permitted value (64 bytes) if data field is short
FCS	4 bytes	Frame check sequence

Figure 4



- 500 Preamble 7 bytes Pattern to establish clock synchronisation
- SFD 1 byte Start of frame delimiter
- DA 6 bytes Destination address - normally set to multicast address hexadecimal 01-80-C2-00-00-01
- SA 6 bytes Source address - address of sending node
- T/L 2 bytes Type/length - set to hexadecimal value 80-08 to indicate a control frame
- code 2 bytes Operation code representing a Pause Control frame - hexadecimal 00-01
- time 2 bytes Length of time to interrupt transmissions (measured in quanta of 512 bit times)
- pad 42 bytes Included to pad frame size to minimum permitted value (64 bytes)
- FCS 4 bytes Frame check sequence

Figure 5